

City Landmarks and Districts

Suggested use:

This is a table for rapidly generating a handful of landmarks or districts for any city or town.

To quickly generate a town or city district:

- [1] Choose or roll for a central landmark or district.
- [2] Then roll or choose 2-6 street names.
- [3] Sketch out these streets, leading away from the central landmark to other parts of the town or city.
- [4] Fill in some details.

d20 Landmark: You see...

1. Academy or university.
2. Ancient ruin.
3. Arena.
4. Cemetery.
5. Civic hall, council hall, or guild hall.
6. Common or greenway.
7. Fortress.
8. Gateway or arch.
9. Library.
10. Lighthouse or watchtower.
11. Marketplace.
12. Memorial (d4): 1. mausoleum; 2. reflecting pool; 3. large statue; 4. botanical garden.
13. Monument (d6): 1. colossus; 2. column; 3. obelisk; 4. plaque; 5. statue garden; 6. wall.
14. Palace.
15. Parade grounds or drilling yard.
16. Pier, marina, or traveler's bazaar.
17. Plaza or public square.
18. Temple.
19. Theater.
20. Stockyards.

d20 This part of the city is the...

1. Slums.
2. Residential district, poor.
3. Residential district, middle class.
4. Residential district, upper class.
5. Palace district.
6. Temple district.

7. Crafting district.
8. Docks district.
9. Riverfront district.
10. Harbor district.
11. University district.
12. Military district.
13. Market district.
14. Garden district.
15. Monument district.
16. Necropolis.
17. Theater district.
18. Civic center.
19. Ethnic enclave.
20. Foreign enclave.